NES-ZP-USA

PUZZNIC

SIMPLE ENOUGH FOR COMPLEX MINDS

HOW TO PLAY

TAITO

TAITO™

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ENTERTAINMENT SYSTEM®

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CARE OF YOUR GAME

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal connectors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

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THANK YOU

for buying ***Puzznic***™ *from Taito*®.
Before you begin playing, please read this instruction manual carefully.

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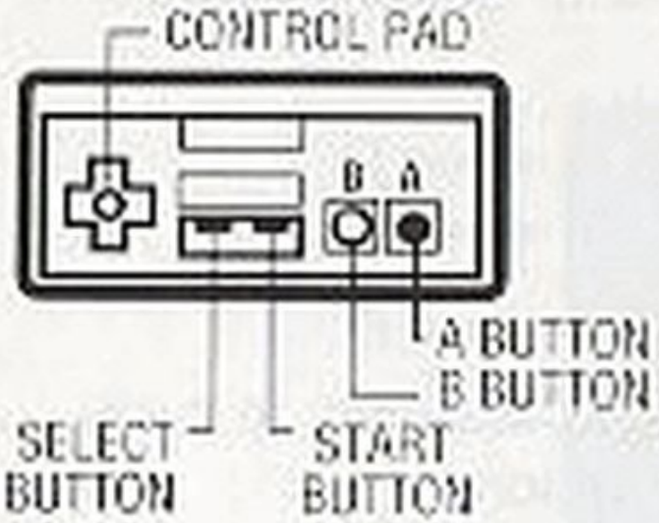
THE STORY

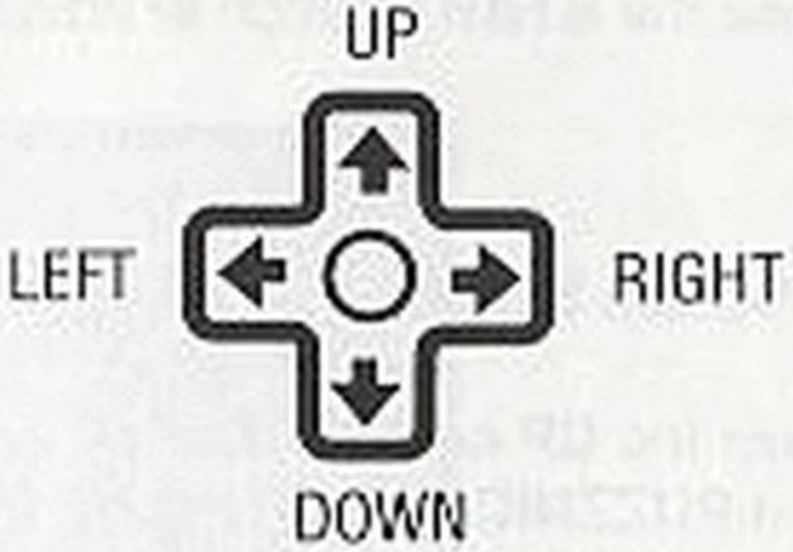
You've shot your last terrorist, beaten the bad guys, rescued the kingdom from the evil wizard, and restored peace to the galaxy. What's an arcade warrior supposed to do now? Prepare to give your mind a heavy duty mental workout. ***PUZZNIC*** *seems so easy; just match the shapes together before the timer reaches zero. But looks can be deceiving! Each puzzle you encounter must be completed in a certain sequence. Some of them will please you, others will tease you, and a few are going to drive you mad!*

WE WILL NOT BE HELD RESPONSIBLE FOR THE LOSS OF YOUR SANITY!

HOW TO OPERATE

CONTROLLER





Left Arrow Keypad	Move puzzle cursor left.
Right Arrow Keypad	Move puzzle cursor right.
Up Arrow Keypad	Move puzzle cursor up.
Down Arrow Keypad	Move puzzle cursor down.
"A" or "B" Button	Hold a block.

HOW TO OPERATE (continued)

Starting the Game

Press the **START** button to advance to the game option screen.

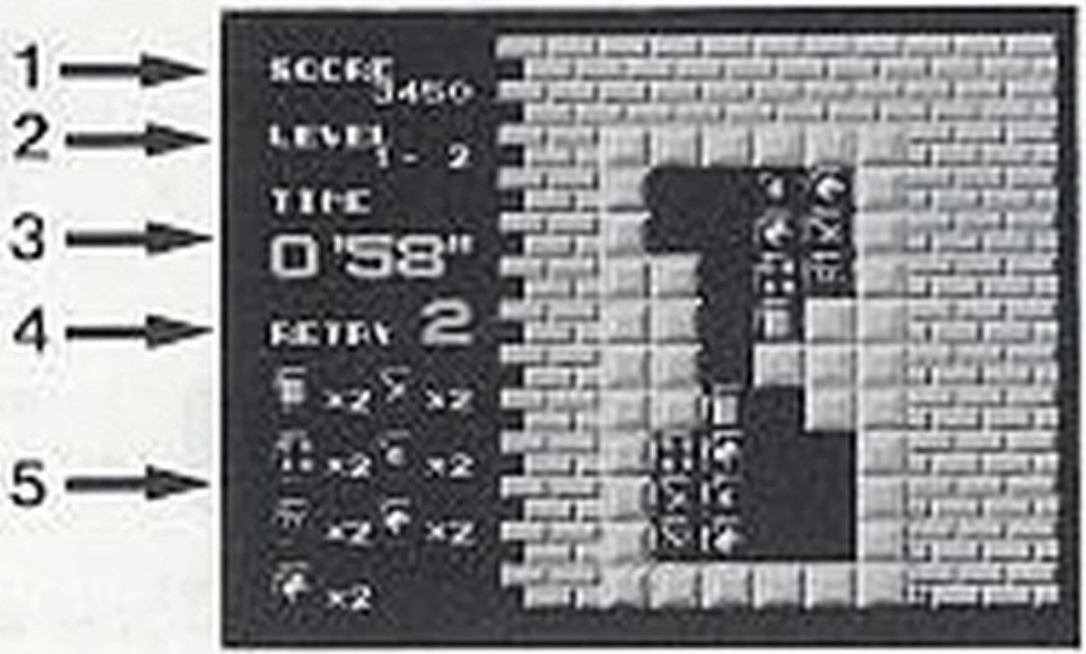
Game Option Screen

Press the **UP** or **DOWN** arrow keypad or **SELECT** button to cycle between **PUZZNIC**, **GRAVNIC**, or **PASSWORD** options.

Select **PUZZNIC** and press the **START** button to make your selection.

PLAYER STATUS

Your current score and status are displayed on the left side of the game screen.



(1) Player score.
(2) Current level.
(3) Time remaining.
(4) Retries remaining.
(5) Shapes in puzzle.

THE SHAPE OF THINGS TO COME

Each puzzle contains a variety of different shapes:

Diamonds

Cubes

Plusses

Grids

Spheres

Pyramids

Exxes

Shields

HOW TO PLAY

PUZZNIC has 16 levels. Each level has 10 puzzles. A puzzle is completed by matching every shape in the pile before the timer reaches zero.

To Select a Shape:

Move the red puzzle cursor with the arrow keypads to choose the shape you want to move.

To Move a Shape:

Hold down the "**A**" or "**B**" button. The puzzle cursor will start to flash.

Use the arrow keypads and hold down the "**A**" or "**B**" button at the same time to move your shape with the puzzle cursor.

Release the "**A**" or "**B**" button to let go of the shape.

HOW TO PLAY (continued)

Please Note:

You can only move a shape **LEFT** or **RIGHT** with the puzzle cursor (gravity will pull your pieces down). The only time you can move a block **UP** is when your block is riding on an **ELEVATOR BLOCK.**

The game will warn you when 30 seconds and 10 seconds are left on the timer.

SCORING

PUZZNIC gives you several ways to pile up plenty of points!

Match 2 blocks	100 points
Match 3 blocks	200 points

You can earn a CHAIN REACTION BONUS for making several matches at the same time by only moving one block!

You get a SIMULTANEOUS BONUS for clearing four (4) or more blocks at the same time.

Completing a puzzle earns:

A TIMER BONUS for the time left on the clock. You receive 50 points times the level of the puzzle for each remaining second.

A STAGE BONUS for the current level. Completing higher levels earns a larger bonus.

SPECIAL FEATURES

PUZZNIC gives you the opportunity to retry your puzzle, continue the current game, or use a password to return to the last level played.

RETRY OPTION

You can retry the current puzzle if you make a mistake during play.

To use the RETRY option:

Press the **START** button to pause the game.

Press the "**A**" or "**B**" button to **RETRY** the current puzzle.

Press the **START** button or select the **CANCEL** option if you want to cancel the current **RETRY**.

You can **RETRY** the current puzzle two (2) times.

Please note:

Using a RETRY does not give you additional time to complete the level.

SPECIAL FEATURES (continued)

CONTINUE OPTION

You can continue the current puzzle if you run out of time or run out of retries.

Press the **START** button to continue the current puzzle before the timer reaches zero.

You have unlimited continues.

Please note:

Using this option resets your current score to zero.

PASSWORD OPTION

This game uses a password system on **Controller 1** to let you continue the current puzzle.

The password appears each time you choose the **CONTINUE** option or the **RETRY** option.

SPECIAL FEATURES (continued)

PASSWORD OPTION (cont'd)

To use the PASSWORD Option:

Press the UP or DOWN arrow keypad or **SELECT** button to cycle between **PUZZNIC**, **GRAVNIC**, or **PASSWORD** options.

Select **PASSWORD** and press the **START** button to proceed to the **PASSWORD INPUT SCREEN.**

Use the UP/DOWN/LEFT/RIGHT ARROW keypad to move the cursor.

Press the "**A**" or "**B**" button to select a letter.

Select **BACK** to move backwards.

Select **END** if you make a mistake and want to try the password again.

If the password is correct, the game automatically starts at the puzzle you selected.

HINTS AND TIPS

- Pay attention to how many blocks are left in the puzzle pile. You might need to score a triple to get yourself out of trouble.

- Save ALL your passwords. Solving a puzzle once doesn't mean you'll remember how to do it next time.

- Beware of the "obvious move". What looks like an easy bonus could give you a real headache!

- Remember: Retries don't save time, and continues reset your score.

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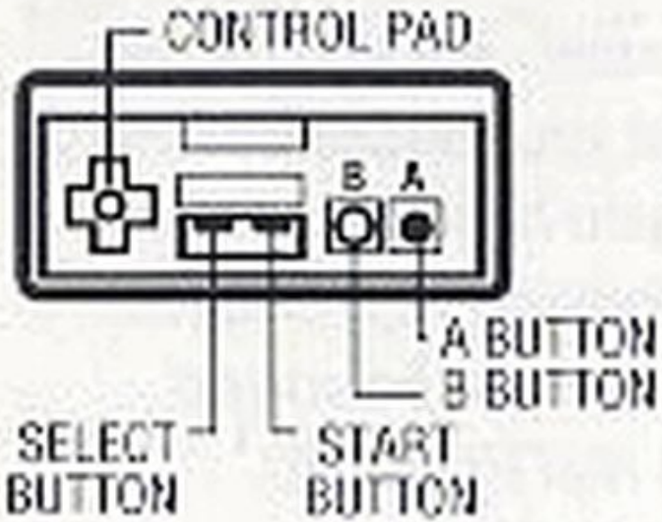
THE STORY

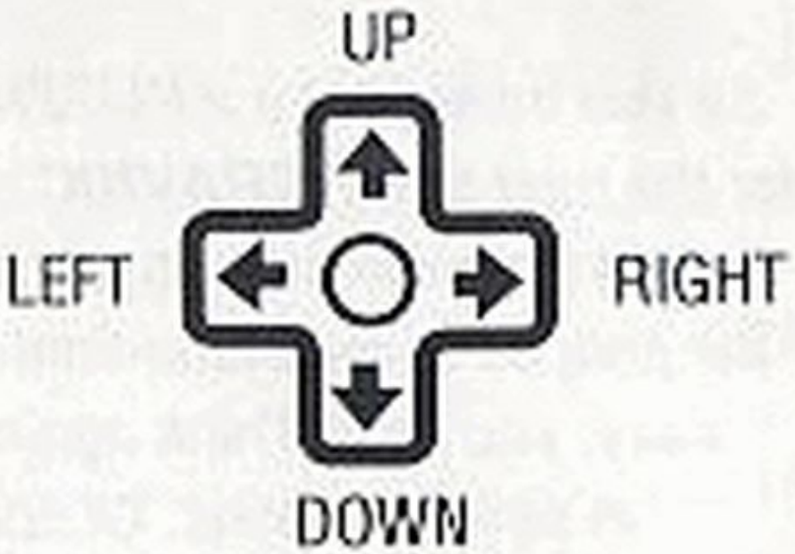
So you think you're a PUZZNIC grandmaster. Are you ready for the next step? ***GRAVNIC*** *will really test your puzzle solving skills! Instead of moving just one shape, you have to move all the shapes at the same time by shifting their gravity. Sounds easy, you say? Think again! Each puzzle must be solved in several moves. Of course, only a real PUZZNIC professional would dare to try* ***GRAVNIC.***

Don't say we didn't warn you!

HOW TO OPERATE

CONTROLLER





Left Arrow Keypad	Set gravity direction to LEFT.
Right Arrow Keypad	Set gravity direction to RIGHT.
Up Arrow Keypad	Set gravity direction to UP.
Down Arrow Keypad	Set gravity direction to DOWN.
"**A**" or "**B**" Button	Activate gravity to move shapes in chosen direction.

HOW TO OPERATE (continued)

Starting the Game

Press the **START** button to advance to the game option screen.

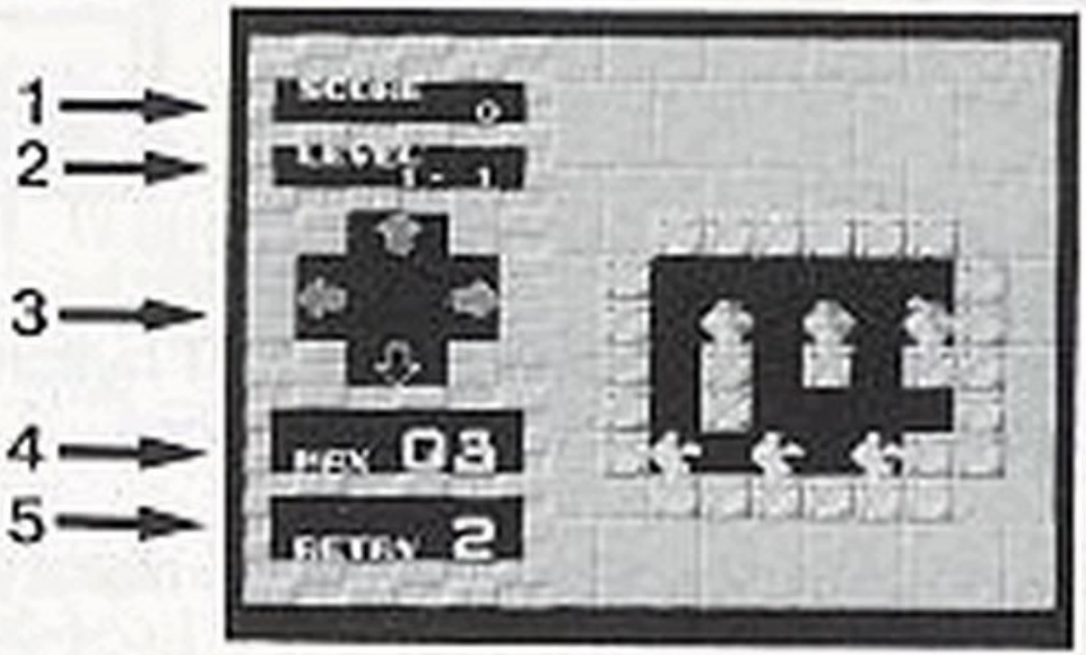
Game Option Screen

Press the **UP** or **DOWN** arrow keypad or **SELECT** button to cycle between **PUZZNIC**, **GRAVNIC**, or **PASSWORD** options.

Select **GRAVNIC** and press the **START** button to make your selection.

PLAYER STATUS

Your current score and status are displayed on the left side of the game screen:



(1) Player score.
(2) Current level.
(3) Current direction of gravity.
(4) Moves remaining.
(5) Retries remaining.

HOW TO PLAY

GRAVNIC has 8 levels. Each level has 10 puzzles. A puzzle is completed by matching all the moveable shapes in the puzzle before you run out of turns.

To shift the puzzle gravity:

Use the arrow keypads to choose the direction to move the puzzle shapes.

Press the "**A**" or "**B**" button to execute the move.

SCORING

Complete a **GRAVNIC** puzzle to earn the following points:

STAGE BONUS

1000 points x current level.

MAX BONUS

Receive 500 points for each unused move.

RETRY BONUS

Receive 500 points for each unused retry.

SPECIAL FEATURES

GRAVNIC gives you the opportunity to retry your puzzle, continue the current game, or use a password to return to the last level played.

RETRY OPTION

You can retry the current puzzle if you make a mistake during play.

To use the RETRY option:

Press the **START** button to pause the game.

Press the "**A**" or "**B**" button to **RETRY** the current puzzle.

Press the **START** button if you want to cancel the current **RETRY**.

You can **RETRY** the current puzzle two (2) times.

SPECIAL FEATURES (continued)

CONTINUE OPTION

You can continue the current puzzle if you run out of moves or run out of retries.

Press the **START** button to continue the current puzzle before the timer reaches zero.

You have unlimited continues.

Please note:

Using this option resets your current score to zero.

PASSWORD OPTION

This game uses a password system on **Controller 1** to let you continue the current puzzle.

The password appears each time you choose the **CONTINUE** option or the **RETRY** option.

SPECIAL FEATURES (continued)

PASSWORD OPTION (cont'd)

To use the PASSWORD Option:

Press the UP or DOWN arrow keypad or **SELECT** button to cycle between **PUZZNIC**, **GRAVNIC**, or **PASSWORD** options.

Select **PASSWORD** and press the **START** button to proceed to the **PASSWORD INPUT SCREEN.**

Use the UP/DOWN/LEFT/RIGHT ARROW keypad to move the cursor.

Press the "**A**" or "**B**" button to select a letter.

Select **BACK** to move backwards.

Select **END** if you make a mistake and want to try the password again.

If the password is correct, the game automatically starts at the puzzle you selected.

HINTS AND TIPS

- This game doesn't have a time limit, so think carefully about tricky puzzles.
- You have a fixed number of moves; don't waste them!
- Remember that you're moving ALL the shapes in a puzzle.
- Sometimes you'll have to remove one set of shapes before finishing off the others.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

NOTES

Record Your Passwords Here:

NOTES

Record Your Passwords Here:

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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